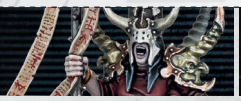
CULT DEMAGOGUE



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

	NAME	ATK	HIT	DMG	WR
	Diabolical stave (ranged)	4	4+	3/6	Range 2", Stun
	Pistol	4	4+	2/3	Range 8"
	Diabolical stave (melee)	4	4+	3/6	Shock, Stun

INCITE SLAUGHTER 1AP

SUPPORT. One other friendly CHAOS CULT operative visible to and within 9" of this operative can immediately perform a free **Fight** action.

This operative cannot perform this action while within control range of an enemy operative.

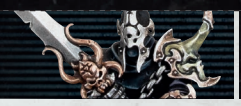
INCITE URGENCY 1AP

SUPPORT. One other friendly CHAOS CULT operative visible to and within 9" of this operative can immediately perform a free **Charge** or **Dash** action (for the former, it cannot move more than 3").

This operative cannot perform this action while within control range of an enemy operative.

CHAOS CULT, CHAOS, LEADER, DARK COMMUNE, CULT DEMAGOGUE 32

BLESSED BLADE



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

	NAME	ATK	HIT	DMG	WR
	Commune blade	4	4+	4/6	Lethal 5+

Cut Them Down: Whenever an enemy operative performs the **Fall Back** action while within control range of this operative, you can use this rule. If you do, inflict D3+1 damage on that enemy operative before it moves. If that enemy operative is within control range of two of these operatives, inflict 2D3+2 damage instead.

Attuned In Purpose: Whenever this operative is activated, you can activate another ready friendly **BLESSED BLADE** operative within 6" of it at the same time. Complete their activations action by action in any order.

CHAOS CULT, CHAOS, DARK COMMUNE, BLESSED BLADE 28

ICONARCH



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

	NAME	ATK	HIT	DMG	WR
	Burning censer	4	2+	4/4	Range 5", Saturate, Torrent 2"
	Pistol	4	4+	2/3	Range 8"
	Crude melee weapon	3	4+	2/3	-

Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

RULES CONTINUE ON OTHER SIDE ▶

CHAOS CULT, CHAOS, DARK COMMUNE, PSYKER, ICONARCH 32

ICONARCH



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

RUINOUS ICON 1AP

PSYCHIC. Select one of the following effects to last until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first):

- **Invigoration: PSYCHIC**. Whenever a friendly CHAOS CULT operative is within 4" of this operative, Normal and Critical Dmg of 4 or more inflicts 1 less damage on that operative.
- **Deterioration: PSYCHIC**. Whenever an enemy operative is within 4" of this operative, Normal and Critical Dmg inflicts 1 more damage on that operative.

This operative cannot perform this action while within control range of an enemy operative.

MINDWITCH



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Infernal gaze	5	3+	0/0	**PSYCHIC**, Range 6", Devastating 2, Lethal 3+
Fists	3	5+	1/2	-

HEINOUS DELUGE 1AP

PSYCHIC. Select one enemy operative that's a valid target for this operative. Until the end of that operative's next activation, subtract 1 from its APL stat.

This operative cannot perform this action while within control range of an enemy operative.

MALEFIC VORTEX 1AP

PSYCHIC. Remove your Malefic Vortex marker from the killzone (if any). Then place your Malefic Vortex marker visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. Inflict 1 damage on each enemy operative within 2" of that marker. In addition, in the Ready step of each Strategy phase, inflict 1 damage on each enemy operative within 2" of that marker.

This operative cannot perform this action while within control range of an enemy operative.

CHAOS CULT, CHAOS, DARK COMMUNE, PSYKER, MINDWITCH 32

CHAOS DEVOTEE



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Pistol	4	4+	2/3	Range 8"
Crude melee weapon	4	4+	2/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **CHAOS CULT DEVOTEE** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

CHAOS CULT, CHAOS, DEVOTEE 25

CHAOS MUTANT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

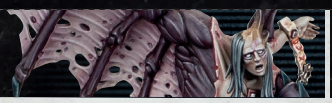
NAME	ATK	HIT	DMG	WR
Blasphemous appendages	4	4+	3/4	Ceaseless, Rending

Accursed Mutant: This operative cannot perform unique actions. You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Breach** and **Operate Hatch**).

Unnatural Regeneration: Whenever an attack dice inflicts damage of 3 or more on this operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

CHAOS CULT, CHAOS, MUTANT 25

CHAOS TORMENT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	13

NAME	ATK	HIT	DMG	WR
Hideous mutations	5	4+	4/5	Ceaseless, Rending

Accursed Torment: This operative cannot use any weapons that aren't on its datacard, or perform the **Pick Up Marker**, unique or mission actions (excluding **Breach** and **Operate Hatch**).

Brute: Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

Unnatural Regeneration: Whenever an attack dice inflicts damage of 3 or more on this operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

CHAOS CULT, CHAOS, TORMENT 40

CHAOS CULT KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

OPERATIVES

- 1 **CULT DEMAGOGUE** operative
- 2 **BLESSED BLADE** operatives
- 9 **CHAOS DEVOTEE** operatives
- 1 **ICONARCH** operative
- 1 **MINDWITCH** operative

CHAOS CULT

FACTION RULE

ACCURSED GIFTS

Accursed followers of Chaos are blessed by the gods with a horrifying array of mutations. Chiropteran wings, rigid horns, wicked claws and dextrous tentacles: all of these diabolical gifts are used to devastating effect.

ACCURSED GIFTS are rules that friendly **CHAOS CULT** operatives gain when they turn into another operative type (see Mutation faction rule). The first time a friendly **DEVOTEE** operative turns into a **MUTANT** operative during the battle, select your primary **ACCURSED GIFT**. The first time a friendly **MUTANT** operative turns into a **TORMENT** operative during the battle, select your secondary **ACCURSED GIFT**.

All friendly **MUTANT** operatives have your primary **ACCURSED GIFT**, and all friendly **TORMENT** operatives have your primary and secondary **ACCURSED GIFTS**. You cannot select the same **ACCURSED GIFT** more than once per battle.

ACCURSED GIFT OPTIONS ARE PRESENTED ON THEIR OWN CARDS

CHAOS CULT

FACTION RULE

ACCURSED GIFTS

1. Deformed Wings

Tattered, leathery wings burst from heaving folds of flesh. These infernal mutations allow their wretched bearer to ascend and drop into the fray with terrifying agility.

Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically). Whenever this operative is dropping, ignore the vertical distance.

CHAOS CULT

FACTION RULE

ACCURSED GIFTS

2. Fleet

Muscular, misshapen limbs, undulating tentacles and slime-slick extrusions propel mutant Cultists across the battlefield with a speed that is as shocking as it is horrific.

Add 1" to this operative's Move stat.

CHAOS CULT
FACTION RULE

ACCURSED GIFTS

3. Chitinous

Hardened plates formed of chitinous, daemonic material erupt from angry, swollen flesh, lending the accursed unholy resilience and turning lasbolts, bullets and blades aside.

Improve this operative's Save stat by 1.

CHAOS CULT
FACTION RULE

ACCURSED GIFTS

4. Horned

Pairs of sharp, curved horns protrude from the foreheads of some mutant Cultists, used to charge, gore and impale their victims.

Whenever this operative ends its move during the **Charge** action, you can inflict 1 damage on one enemy operative within its control range, or D3 damage instead if this operative is a **TORMENT**.

CHAOS CULT
FACTION RULE

ACCURSED GIFTS

5. Sinewed

Within this Cultist's twisted form, hardened sinews and tendons bind muscle, lending monstrous strength to each and every strike they make.

You can ignore any changes to the Hit stat of this operative's melee weapons from being injured. This operative's melee weapons have the Brutal weapon rule.

CHAOS CULT
FACTION RULE

ACCURSED GIFTS

6. Barbed

This Cultist's body and weapons are coated with sharp barbs that bite into those nearby, ripping flesh and spilling blood.

Whenever this operative is fighting or retaliating:

- Enemy operatives cannot assist.
- The first time you strike during that sequence, also inflict 1 damage on each other enemy operative within this operative's control range, or D3 damage instead if this operative is a **TORMENT** (roll separately for each).

CHAOS CULT
FACTION RULE

MUTATION

Through arcane ritual, the most devoted among a Chaos Cult have profane symbols carved into their flesh or tattooed onto their skin. Should the correct words of invocation be uttered, these icons appear to draw empyric power, mutating the form of the devotee. This doesn't satisfy the dark cravings and power lust of some; depraved prayers are written upon flayed skin and nailed into tormented flesh, and daemons are summoned and bound into mortal bodies.

During the battle, friendly CHAOS CULT operatives can **MUTATE** as follows:

- As a **STRATEGIC GAMBIT,** you can **MUTATE** a number of friendly CHAOS CULT operatives based on the turning point as follows: TP1 = 2, TP2 = 2, TP3 = 3, TP4+ = 4.
- Whenever a friendly **DEVOTEE** operative incapacitates an enemy operative within its control range, it can **MUTATE**.
- Each operative cannot **MUTATE** more than once per turning point.

CONTINUES ON OTHER SIDE ▶

Whenever a friendly operative **MUTATES**, select one of the following:

- If it's a **DEVOTEE** operative, turn it into a **MUTANT** operative.
- If it's a **MUTANT** operative, turn it into a **TORMENT** operative (max twice per turning point).
- It can regain up to D3+1 lost wounds.

You cannot have more than five **MUTANT** operatives and three **TORMENT** operatives at once. Whenever a friendly operative turns into a new operative:

- Swap the miniatures, ensuring the centre of the new miniature's base is as close as possible to where the centre of the old miniature's base was. This can put it within control range of enemy operatives, and if the old miniature was, the new miniature must be if possible.
- The new operative type loses a number of wounds equal to the lost wounds of its preceding operative type.
- It's still the same operative for any rules it's already been selected for. The operative is simply a new operative type and will use that new type's miniature and datacard rules.

CHAOS CULT
STRATEGY PLOY

EXALTATION IN PAIN

Spurred on by their fervour, Cultists embrace the exquisite agony of wounds upon their mutant flesh with maniacal delight.

You can ignore any changes to the Hit stat of friendly CHAOS CULT operatives' weapons from being injured. Whenever an operative is shooting a friendly CHAOS CULT operative that's wounded, you can re-roll one of your defence dice.

CHAOS CULT
STRATEGY PLOY

FERVENT ONSLAUGHT

The lost and the damned fight with a zealous desperation to earn the fickle favour of their uncaring patrons.

Friendly CHAOS CULT operatives' melee weapons have the Accurate 1 weapon rule, or the Accurate 2 weapon rule if that friendly operative is a **MUTANT** or **TORMENT** operative.

CHAOS CULT

STRATEGY PLOY

CREATURES OF NIGHTMARE

The twisted and unnatural forms of these accursed monstrosities inspire abject terror.

Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 2" of friendly **CHAOS CULT MUTANT** or **CHAOS CULT TORMENT** operatives. Note this isn't a change to the APL stat, so any changes are cumulative with this.

CHAOS CULT

STRATEGY PLOY

SICKENING AURA

Sickening corruption flows from the hideous form of Mutant and Torment, eroding the sanity and strength of those who gaze upon them.

Whenever an enemy operative is within 2" of friendly **CHAOS CULT MUTANT** or **CHAOS CULT TORMENT** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

CHAOS CULT

FIREFIGHT PLOY

FAITHFUL FOLLOWER

The teeming masses of a Chaos Cult will gladly sacrifice their own wretched lives to preserve their unholy superiors.

Use this firefight ploy when a friendly **CHAOS CULT DARK COMMUNE** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **CHAOS CULT** operative (excluding **DARK COMMUNE**) visible to and within 3" of that **DARK COMMUNE** operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

CHAOS CULT

FIREFIGHT PLOY

ABHORRENT MUTATION

In the midst of battle, when violence and emotion run rampant, the Ruinous Powers bestow upon their underlings their accursed gifts.

Use this firefight ploy when a friendly **CHAOS CULT** operative (excluding **DARK COMMUNE**) is activated. Select an **ACCURSED GIFT** for that operative to gain. This is in addition to any **ACCURSED GIFTS** it already has. Each friendly operative cannot be selected for this ploy more than once per battle, and if that operative turns into a different one (see Mutation faction rule), it still has that **ACCURSED GIFT**.

CHAOS CULT
FIREFIGHT PLOY

FRENZIED DEMISE

Even in their death throes, the devotees of the Dark Gods seek to inflict agony and destruction.

Use this firefight ploy when a friendly **CHAOS CULT MUTANT** or **CHAOS CULT TORMENT** operative is incapacitated, before it's removed from the killzone. Inflict D3 damage (or D6 damage instead if that friendly operative is a **TORMENT**) on one enemy operative visible to and within 2" of that friendly operative.

CHAOS CULT
FIREFIGHT PLOY

UNLEASH THE DAEMON

Amidst escalating violence, the veil of reality is torn asunder and the influence of the daemonic strengthens.

Use this firefight ploy during a friendly **CHAOS CULT MUTANT** or **CHAOS CULT TORMENT** operative's activation, before or after it performs an action. During that activation, that operative can perform two **Fight** actions, and one of them can be free.

CHAOS CULT
FACTION EQUIPMENT

BALEFUL SCRIPT

These infernal scrawlings, inscribed upon pages wrought from Human flesh, may bestow malefic gifts upon the reader when recited in the dark tongue.

Once per battle **STRATEGIC GAMBIT**. Change one of your **ACCURSED GIFTS**. Note that if it's an **ACCURSED GIFT** an operative has from the Abhorrent Mutation firefight ploy, only that operative benefits from this.

CHAOS CULT
FACTION EQUIPMENT

COVERT GUISES

The most insidious of Chaos Cults are masters of infiltration, disguise and betrayal.

After revealing this equipment option, roll one D3. As a **STRATEGIC GAMBIT** in the first turning point, a number of friendly **CHAOS CULT DEVOTEE** operatives equal to the result that are wholly within your drop zone can immediately perform a free **Reposition** action, but must end that move wholly within 3" of your drop zone.

CHAOS CULT
FACTION EQUIPMENT

UNHOLY TALISMAN

Whether held aloft on ragged banners, carved into puckered flesh or hanging from spiked chains, these Cultists display talismans in the belief that the Dark Gods will look favourably upon them.

Once per turning point, when an operative is shooting a friendly **CHAOS CULT** operative, in the Roll Defence Dice step, you can retain one of your normal successes as a critical success instead.

NOTES:

CHAOS CULT
FACTION EQUIPMENT

VILE BLESSING

Though hideous, disturbing and often painful, the Dark Gods' gifts of mutation bestow upon their recipients incredible resilience.

Once per battle, when an attack dice inflicts Normal Dmg on a friendly **CHAOS CULT** operative (excluding **DEVOTEE**), you can ignore that inflicted damage. If that friendly operative is a **MUTANT** or **TORMENT** operative, you cannot roll for the Unnatural Regeneration rule for that attack dice then decide to use this rule on the same dice – you must use one or the other.

NOTES:

CHAOS CULT: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA — OCTOBER '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

MUTANT OPERATIVE, ACCURSED MUTANT RULE

Second sentence changed to read:
'You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Breach** and **Operate Hatch**).'

TORMENT OPERATIVE, ACCURSED TORMENT RULE

Changed to read:
'This operative cannot use any weapons that aren't on its datacard, or perform the **Pick Up Marker**, unique or mission actions (excluding **Breach** and **Operate Hatch**).'

RULES COMMENTARY — OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *When an operative mutates, what should be done if there isn't enough space to place the new miniature?*

A: First, move any friendly operatives the minimum distance required to place it. Then, if there still isn't space, that operative cannot be selected to mutate (choose another, and move the other operatives back to their previous locations).

PREVIOUS ERRATAS

BLESSED BLADE OPERATIVE, BASE SIZE

Changed to '28'.

TORMENT OPERATIVE, ACCURSED TORMENT RULE

Changed to read:
'This operative cannot use any weapons that aren't on its datacard, or perform the **Pick Up Marker**, unique or mission actions (excluding **Operate Hatch**).'

FACTION RULES, ACCURSED GIFTS, BARBED

Relevant part of second bullet point changed to read:
'The first time you strike during that sequence, also inflict 1 damage [...]'

FACTION RULES, MUTATION

Second bullet point of second paragraph changed to read:
'• If it's a **MUTANT** operative, turn it into a **TORMENT** operative (max twice per turning point).'

FACTION RULES, ACCURSED GIFTS, DEFORMED WING

Relevant part of first sentence changed to read:
'Whenever this operative is climbing up, you can treat the vertical distance as [...]'

STRATEGY PLOYS, EXALTATION IN PAIN

First sentence changed to read:
'You can ignore any changes to the Hit stat of friendly **CHAOS CULT** operatives' weapons from being injured ~~(including their weapons' stats)~~.'

STRATEGY PLOYS, FERVENT ONSLAUGHT

Changed to read:
'Friendly **CHAOS CULT** operatives' melee weapons have the Accurate 1 weapon rule, or the Accurate 2 weapon rule if that friendly operative is a **MUTANT** or **TORMENT** operative.'

FIREFIGHT PLOYS, FAITHFUL FOLLOWER

Additional text added to end of first paragraph:
'If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.'

FIREFIGHT PLOYS, FRENZIED DEMISE

Additional text added to end of first sentence:
'Use this firefight ploy when a friendly **CHAOS CULT** **MUTANT** or **CHAOS CULT** **TORMENT** operative is incapacitated, before it's removed from the killzone.'

FIREFIGHT PLOYS, UNLEASH THE DAEMON

First sentence changed to read:
'Use this firefight ploy during a friendly **CHAOS CULT** **MUTANT** or **CHAOS CULT** **TORMENT** operative's activation, before or after it performs an action.'

CHAOS CULT OPERATIVES

Wherever bitterness and discontent fester, so does the worship of the Dark Gods take hold. Zealous bands of cultists throng to the banners of malefic powers. The most monstrous of these zealots are warped beyond recognition, sprouting chitinous claws, leathery wings and all manner of mutations with which to slaughter their enemies.

CULT DEMAGOGUE

Vile orators who inflame the passions of their adherents, Cult Demagogues are seen by their fanatical underlings as prophets of the Dark Gods. They interpret signs, bless their congregations and invoke the power of the warp through ritual sacrifice and fervent prayer.

BLESSED BLADE

The most devoted and skilled of the Cult Demagogue's followers, Blessed Blades serve as their fanatically loyal bodyguards. They will gladly die to protect their charge, and have been silenced either by ritual or blade to ensure they never speak over their master.

ICONARCH

Iconarchs have the blessing and the curse of carrying their Cult's spike and flame-billowing censer-icon to war. This great symbol radiates with the mutating power of the warp, affecting the foes and devotees of Chaos alike.

MINDWITCH

All that remains of the psyker that is a Mindwitch is a mutated, swollen head mounted on an armature, connected by arcane tubes and cables to a mindless slave. Beings of formidable power, they can torture the minds of their victims and weave vortexes of empyric energy.

'DO NOT SQUEAL SO, BROTHER CADMUS. DO YOU WISH THE GREAT KLATCH'KA TO THINK YOU UNGRATEFUL? TO BE CHOSEN TO JOIN WITH ONE OF HER RED-HANDED VIZIERS IS AN HONOUR OF UNSURPASSED MAGNITUDE. LIFT YOUR FACE TO THE TEMPLE DOME AND BARE YOUR NECK. SISTER RAFN, HAND ME THE BRAZEN BLADE.'

- Vaenthred, Demagogue of the Crimson Cult of Klatch'ka, beginning the Ritual of Goretwinning





CHAOS DEVOTEE

These Cultists are the mortal followers of the Dark Gods – ordinary men and women fallen to promises of temporal power who wish to overthrow Imperial taskmasters. Bearing a motley collection of improvised, stolen and makeshift weapons, they can overwhelm even determined enemies with their sheer zeal.

CHAOS MUTANT

Whether born of dark ritual, empyric experimentation or the predations of malign entities, Mutants have diverse, terrifying origins. When faced with an enemy, they lash out with claws, tendrils or whatever other blasphemous appendage they possess.

CHAOS TORMENT

These hideous abominations are possessed by one daemon or many. It is impossible to tell how much of the original Devotee remains. Each has a scroll of parchment nailed to its form, upon which are written words in evil tongues to prevent the bound daemons from manifesting in full.

'YOU, DAEVOS, DID THE TRICKSTER ON THE GOLDEN THRONE SAVE YOUR FAMILY FROM STARVATION AFTER THE ACCIDENT? DID HE DEFEND YOU, THRESK, WHEN THE ENFORCERS BROKE YOUR LEG? DID HE SAVE HIVE QUADRIC FROM THE ORKS? ALL THAT ROTTING CORPSE DOES IS TAKE: YOUR TITHES FOR HIS PRIESTS, YOUR SONS AND DAUGHTERS FOR HIS WARS, YOUR SOUL FOR HIS HUNGER. HE GIVES NOTHING IN RETURN. THERE ARE GREATER BENEFACTORS, BEINGS WHO DEMAND AS THE TRICKSTER DOES, BUT WHO DOLE OUT THEIR GIFTS WITH EFFULGENT BENEFICENCE.'

- dialogue reported by Vox-thief 73c-IV, Enforcers dispatched

CHAOS CULT KILL TEAM

Below you will find a list of the operatives that make up a **CHAOS CULT** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **CULT DEMAGOGUE** operative
- 2 **BLESSED BLADE** operatives
- 9 **CHAOS DEVOTEE** operatives
- 1 **ICONARCH** operative
- 1 **MINDWITCH** operative

ARCHETYPES

INFILTRATION

SEEK & DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

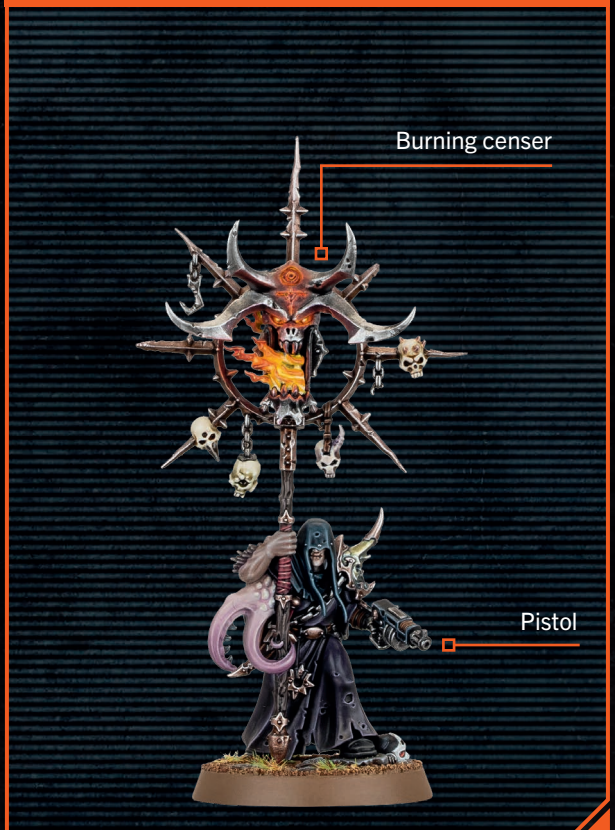
'WE WERE BETRAYED. THE FALSE EMPEROR IGNORED OUR PRAYERS, THOUGH WE HAVE GIVEN OUR ENTIRE EXISTENCES TO HIM. ANOTHER, A REAL DIVINE POWER, HAS COME TO OUR SALVATION. LET US HONOUR THE GRANDFATHER, AND EMBRACE OUR TRUE PLACE AS HIS LOYAL SERVANTS.'

- Mallax Darktongue, Siblings of the Worm

CULT DEMAGOGUE



ICONARCH



CHAOS DEVOTEE



BLESSED BLADE



MINDWITCH



